

**Amendments to the Claims:**

The following complete listing of the claims will replace all prior versions, and listings, of claims in the application. Kindly cancel Claims 24 and 25, without prejudice, and amend Claims 1, 2, 9, 10, 11, and 12 as follows. No new matter has been introduced.

**Listing of Claims:**

1. (currently amended) A method for computer network access, comprising the steps of:
  - running a client application, wherein the client application is not a web browser, and wherein the client application runs on a customer device incapable of managing a cookie;
  - entering user information into the customer device;
  - communicating the entered user information to a first server;
  - storing the user information on the first server;
  - creating a unique customer identification for a user of the customer device, wherein the creating step comprises generating a random number;
  - storing the unique customer identification on the first server;
  - communicating the unique customer identification to ~~a client~~ the customer device running the client application and to a plurality of other servers running a plurality of server applications, thereby providing a unique customer identification communication, lacking a cookie, wherein the unique customer identification communication is sent to ~~a browser~~ the customer device and to the plurality of other servers;
  - storing the unique customer identification on the ~~client server~~ customer device and on the plurality of other servers, thereby providing a stored unique customer identification;
  - communicating the unique customer identification from the ~~client~~ customer device to at least one server selected from a group consisting essentially of the first server and ~~one other server~~ of the plurality of other servers; and
  - authenticating the user by matching the unique customer identification received by the at least one server with the unique customer identification stored on the at least one server, thereby providing a ubiquitous presence on a network for facilitating provision of a service to the user.

2. (currently amended) The method of claim 1, wherein the authenticating step comprises:  
providing a particular service to the user; and  
prohibiting the user from accessing the service if the unique customer identification received by the at least one server does not match the stored unique customer identification.

Claims 3-8 (canceled)

9. (currently amended) A digital computer system, comprising:  
a computer program embodied in a computer-readable storage medium and adapted to:  
run a client application, wherein the client application is not a web browser,  
and wherein the client application runs on a customer device incapable of managing a  
5 cookie;  
receive user information entered into the customer device;  
communicate the entered user information to a first server;  
store the user information on the first server;  
create a unique customer identification for a user of the customer device;  
10 store the unique customer identification on the first server;  
communicate the unique customer identification to ~~a client~~ the customer device  
running the client application and to a plurality of other servers running a plurality of  
server applications, whereby a unique customer identification communication is  
provided, wherein the communication, lacking a cookie, does not include a cookie is sent  
15 to ~~a browser~~ the customer device and to the plurality of other servers;  
store the unique customer identification on the client and the plurality of other  
servers, whereby a stored unique customer identification is provided;  
communicate the unique customer identification from the ~~client~~ customer device  
20 to at least one server selected from a group consisting essentially of the first server and  
~~one other server~~ of the plurality of other servers; and  
authenticate the user by matching the unique customer identification received  
by the at least one server with the unique customer identification stored on the at least  
one server ~~or one of the other servers,~~

25 wherein each server of the plurality of other servers provides a particular service available to the user of the customer device,

wherein the user is prohibited from accessing the service if the unique customer identification received by the at least one server does not match the unique customer identification stored on the at least one server, and

30 whereby a ubiquitous presence on a network is provided for facilitating provision of a service to the user.

10. (currently amended) A computer-readable medium, comprising:

a computer program adapted to:

run a client application, wherein the client application is not a web browser, and wherein the client application runs on a customer device incapable of managing a cookie;

5 receive user information entered into the customer device;

communicate the entered user information to a first server;

store the user information on the first server;

create a unique customer identification for a user of the customer device;

store the unique customer identification on the first server;

10 communicate the unique customer identification to ~~a client~~ the customer device running the client application and to a plurality of other servers running a plurality of server applications, whereby a unique customer identification communication, lacking a cookie, is provided, wherein the communication ~~does not include a cookie~~ is sent to a browser the customer device and to the plurality of other servers;

15 store the unique customer identification on the ~~client~~ customer device and the plurality of other servers;

communicate the unique customer identification from the client to at least one server selected from a group consisting essentially of the first server and one other server of the plurality of other servers; and

20 authenticate the user by matching the unique customer identification received by the at least one server with the unique customer identification stored on the at least one server ~~or one of the other servers~~,

wherein each server of the plurality of other servers provides a particular service

available to the user of the customer device,

25 wherein the user is prohibited from accessing the service if the unique customer identification received by the at least one server does not match the unique customer identification stored on the at least one server, and

whereby a ubiquitous presence on a network is provided for facilitating provision of a service to the user.

11. (currently amended) A computer network system, comprising:

a server computer running a server software application operable to create a unique customer identification for a user, store the unique identification on the server computer, communicate the unique customer identification, lacking a cookie, to a client computer, wherein 5 the unique customer identification communication, lacking a cookie, is sent to ~~a browser~~ the client computer and to the server computer, and authenticate the user via the unique customer identification when the user communicates with the server computer;

a client computer, incapable of managing a cookie, running a client software application, said client computer being operably connected to the server computer over a network, wherein 10 the client application is not a web browser, and wherein the client software application is operable to communicate user information to the server software application, store the unique customer identification, and provide the server with the unique customer identification to authenticate [[a]] the user with the server application; and

15 at least one additional server computer running an additional server software application, said at least one additional server computer being operably connected to the server computer and client computer over a network, being operable to provide information services to the user, and being operable to receive the unique customer identification from the server computer and, being operable to authenticate the user via the unique customer identification when the user communicates with the at least one additional server software application,

20 whereby a ubiquitous presence on a network is provided for facilitating provision of a service to the user.

12. (currently amended) The system of claim 11, further comprising at least one additional server software application, running on the server computer, being operable to provide a plurality of information services to the user, being operable to receive the unique customer identification from the server computer, and being operable to authenticate the user via the unique customer identification when the user communicates with the at least one additional server software application.

5 Claim 13 (canceled).

14. (previously presented) The method of claim 1, wherein the creating step comprises generating a random number.

15. (previously presented) The method of claim 1, wherein the unique customer identification communicating step comprises forgoing embedding a cookie.

16. (previously presented) The method of claim 1, wherein the unique customer identification communicating step comprises forgoing transmitting a cookie.

17. (previously presented) The method of claim 1, wherein the entered user information communicating step comprises transmitting an address and a phone number.

18. (previously presented) The system of claim 11, wherein the client software application forgoes storing a cookie.

19. (previously presented) The system of claim 11, wherein the at least one additional server computer is operably connected to the server computer through a business network.

20. (previously presented) The system of claim 19, further comprising a firewall disposed between the one server computer and the client computer.

21. (previously presented) The method of claim 1, wherein the customer device comprises at least one electronic device selected from a group consisting essentially of a device capable of digital communication, a computer, a cellular phone, a personal digital assistant, and a television.

22. (previously presented) The method of claim 1, wherein the entered user information communicating step comprises using at least one technique selected from a group consisting essentially of a common gateway interface standard, a JAVA servlet technology, and a Berkeley System Distribution socket interface.

23. (previously presented) The method of claim 1, wherein the unique customer identification communicating step comprises using at least one technique selected from a group consisting essentially of a common gateway interface standard, a JAVA servlet technology, a Berkeley System Distribution socket interface, an extensible mark-up language, and a custom format.

Claims 24-25 (canceled).

26. (previously presented) The system of claim 9, wherein the customer device comprises at least one electronic device selected from a group consisting essentially of a device capable of digital communication, a computer, a cellular phone, a personal digital assistant, and a television.

27. (previously presented) The system of claim 9, wherein the user information is entered by way of at least one element selected from a group consisting essentially of a keyboard, a mouse, a remote control, a touchpad, and means for recognizing a voice.